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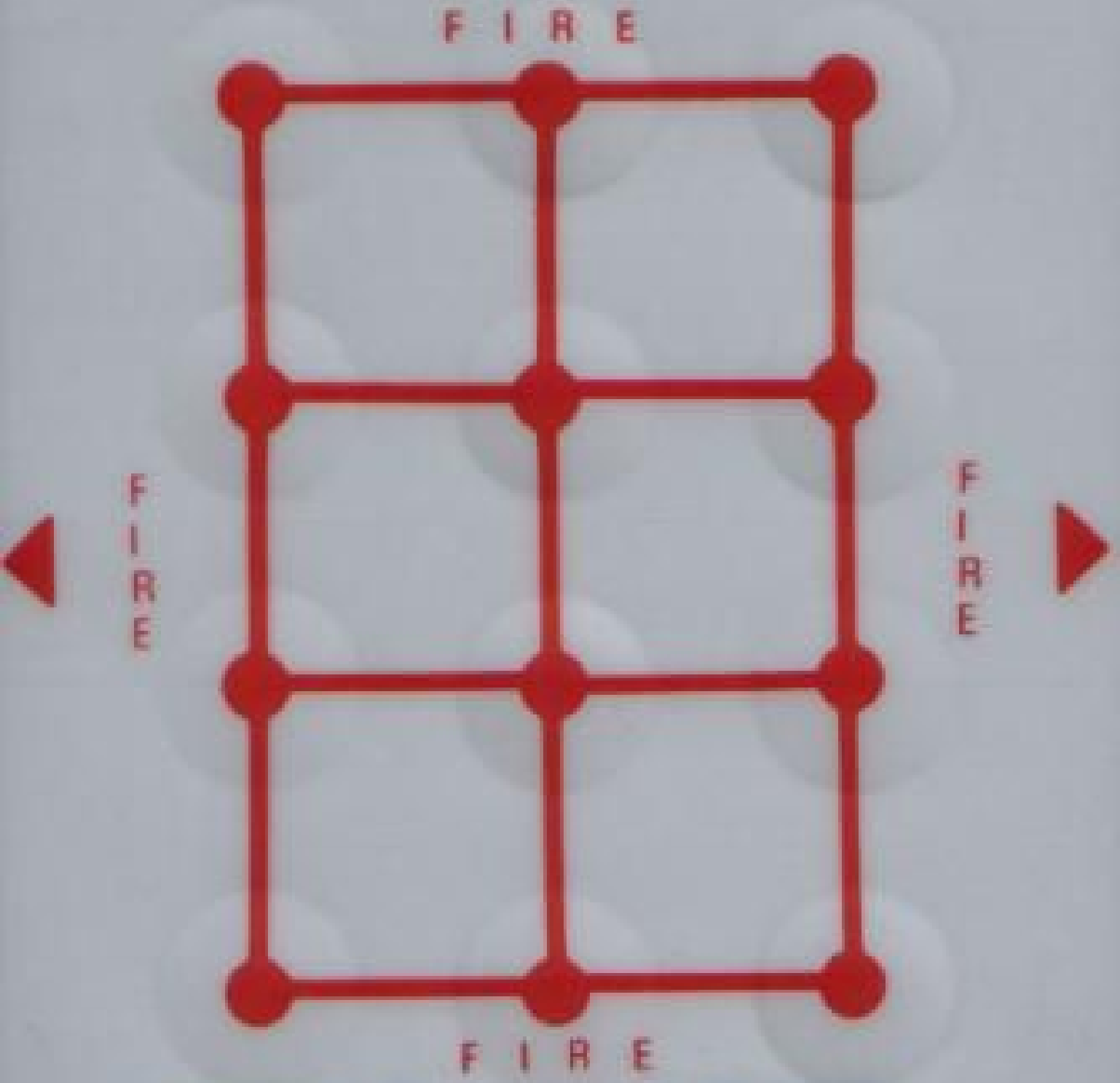
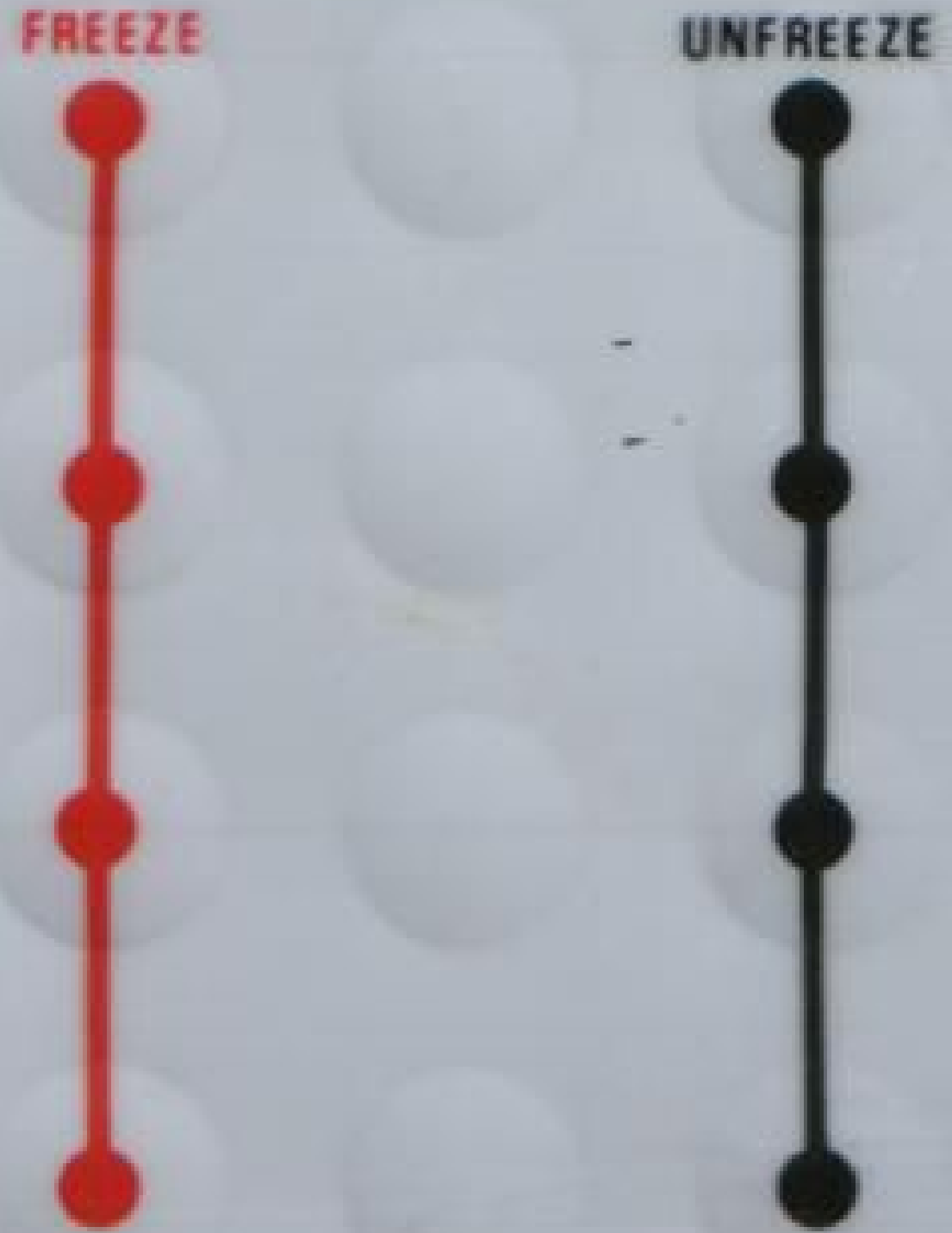


ASTRO INVADER™

RIGHT



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VIDEO GAME CARTRIDGE

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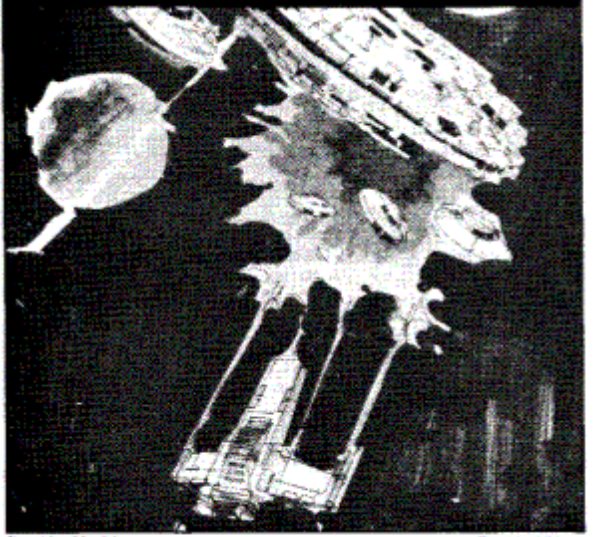
ASTRO INVADER™



Cartridge No. 23

Part No. 826032

HERE COMES ASTRO INVADERS

You're in for some intense excitement here – the stakes are high in this game! It brings a galactic war into your own home! Astro Invaders launch an attack on the Earth, mobilizing their five most sophisticated technological weapons, and YOU have to defend it at all costs!

The Astro Invaders Mother Ships transport hordes of alien spacecraft, which gather in battle formation for the attack. They do not burst straight into the Earth's atmosphere for fear of burning up on entry.

Out in space, the Mother Ships are protected by a force field and cannot be harmed. To repel the aliens you can launch missiles into the sky above. The survival of the Earth depends on you! If you fail, Earth could be snuffed out and nothing would remain but the endless darkness of space! So prepare yourself, take hold of your controller, and let the battle commence!

HOW TO PLAY

The battle begins when, out in space, the Astro Invaders Mother Ship number 1 ejects its cargo of deadly Pincer Craft. Down on the launching pad, you can move your missile launcher and fire at will to put them out of action. The invaders will not drop down from the formation until there are four others marshalled behind. If an Alien hits your missile launcher the explosion flashes the screen and you only have four more back-up launchers left. Beware of the shock-wave all invaders emit on landing – this can also wipe you out.

The Astro Invaders are putting everything they've got into this offensive – watch out for their secret weapon, the Spinning Saucers. They spin down on both flanks or from the central channel of the battle formation above. Powered with a nuclear warhead, on collision with Earth you lose a missile launcher in the flash. Get it before it gets you!

Watch the countdown as the Mother Ship goes from 100 to 0.

Mother Ship number 2 then swings into action and Spacecopters whirl down next into the formation. They use the same battle plan, so just keep those missiles coming! Every hit scores points!

If you manage to survive the Spacecopters, the next threat to Earth is from Mother Ship 3, which spews out the dangerous Arrow Head attack squadron.

The Astro Invaders biggest fighting force consists of the Planet Raiders, starting in Mother Ship 4 onwards. Before they drop down to Earth they retract their stabiliser wings and become a smaller target.

If you think this is good fining practice just wait! The odds get tougher after Mother Ship 5 arrives with reinforcements – wave after wave of alien spacecraft start dropping at twice the speed! After Mother Ship 8 it's three times as fast:- and to really put the pressure on the Spinning Saucers come down twice as often after Mother Ship 6, and four times as often after Mother Ship 8! These Astro Invaders really mean business, so consider yourself a topflight player if you can hold them off at this stage!

When the sky is filled with invaders, the screen flashes A for ALERT!

STARTING THE GAME

❶ *Read the OWNER'S MANUAL before starting – you don't want to miss any important points!*

❷ *Make sure the POWER light is off before putting the Game Cartridge into the Console Unit; this will prevent damage to both.*

❸ *Insert mylar overlay into each controller keyboard. (See Fig. 1 & 2).*

❹ *With the picture facing the front, put the Game Cartridge into the slot on top of the Console Unit.*

❺ *Press the POWER button – the POWER ON light turns red.*

❻ *Press the RESET button and the picture in Fig. 3 should appear on the screen.*

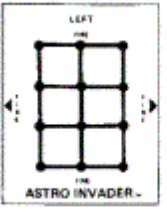


FIG. 1A

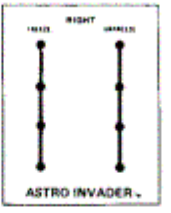


FIG. 1B

OVERLAYS

FIG. 2

HOW TO INSTALL OVERLAY

7 *Press START to begin.*

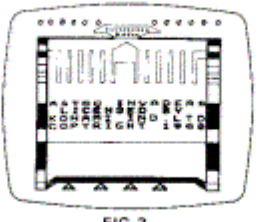


FIG. 3

8 *When the game is over, after five minutes, the game switches automatically into demonstration play.*

THIS IS A ONE PLAYER GAME, USE ONLY THE RIGHT HAND CONTROLLER. THE LEFT HAND CONTROLLER IS USED ONLY FOR 'FREEZE' AND 'UNFREEZE'.

DEMONSTRATION MODE

In order to become familiar with the game action, a "Demo" mode has been added. To actually preview the game play, merely press "SELECT" button. The action will start automatically and show you how the game is played.

USING THE CONTROLLERS

Press the disc or move the joystick in the direction in which you want to move your missile launcher. For instance, move it to the left if you want to move the launcher left, or right for right. To shoot missiles, press any button on the left-hand controller, including the red "Action" buttons. 8 missiles are released at each touch.

FREEZING THE GAME

Rrrrrring – rrrrring! Rrrrring – rrrrring! Oh no – that's the telephone ringing right in the middle of a game! Don't worry, Astro Invader™ has a unique feature – just press FREEZE on your left hand controller and the game stops instantaneously and waits for you to deal with the interruption. When you're ready again press UNFREEZE and the action and sound continues where you left off. If necessary you can also reduce the volume on your TV until its time for you to play again, but don't forget to turn it back on!

SCORING

The computer will score for you automatically, and retain the highest score in its memory bank for you or your friends to challenge.

To keep the highest score on the screen, just press the START button for the next game. If you press the RESET button all scores will be wiped out. Now see how much the following participants are worth:

Pincer Craft	–	*10 Points*
Spacecopters	–	*20 Points*
Arrow Heads	–	*30 Points*
Planet Raiders	–	*40 Points*
Spinning Saucers	–	*100 Points*

TIPS TO CONQUER ASTRO INVADERS

Line up your sights and aim for the aliens while still in their battle formation, FIRE, and pick them off one by one as they wait in line! Watch for the pause between Mother Ships – it gives you extra time to zap the invaders with missiles! HAPPY PLAYING!

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